ESC to quit
MICROVISION
BASEBALL
1 2 3
Q PLAYERS
W SKILL LEVEL
E GO
A S D
Z COUNT
X SCORE
C RESET
O P
PLAYER
1 2
SKILL
1 2
BALLS STRIK UTS INNING
VISITORS HOME

90 DAY LIMITED WARRANTY
ON MICROVISION GAME CARTRIDGE

The electronic game cartridge is warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date—under normal use and service against defective workmanship and materials.

This warranty is void if the electronic game cartridge has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the electronic game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, the electronic game cartridge, if found to be defective due to workmanship or materials, will either be repaired or replaced with a reconditioned game cartridge of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned, shipping prepaid to Milton Bradley Company with proof of purchase date to the address listed below. In the event that the electronic game cartridge is replaced, the replacement will be continued on the original warranty or for 30 days, whichever is longer.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

After the 90 day warranty period has elapsed, for a period of up to one year from the date of purchase, Milton Bradley will, at its option, repair or replace with a reconditioned game cartridge, when the game cartridge is returned with your check or money order in the amount of $5.00, shipped prepaid with proof of purchase date to the address listed below. Milton Bradley shall not be obligated to perform this service if the game cartridge has been abused, misused or sustained other damage not arising out of defects in workmanship or materials.

Important—Before returning the electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY

If your game does not work, return both the console and the cartridge. If you have several game cartridges, return the console and only the cartridges that do not work.

If the original packaging is available, repack the console and cartridge in end caps and box. If the original packaging is not available, wrap carefully, making sure to surround the console and cartridge with adequate padding. (Do not send the batteries with the console.) Mail to:

Milton Bradley Company
Attn: Electronic Quality Control
Building 104, Lincoln Street/Federal Square
Springfield, MA 01105

MICROVISION™

BY MILTON BRADLEY

MB ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

Microvision Baseball offers you Major League fun at your fingertips! So play ball! Test your batting skills against the computer's throwing arm. In this game, the faster you swing the farther you hit, so you have to be extra speedy to hit that home run ball. There are other diamond highlights to delight you, too. . .base running, fielding and much more. Play by yourself, against another player or against teams of players. Compete on two skill levels, too, the more challenging with double play action.

OBJECT OF THE GAME:

Be the first player or team of players to get the highest score after 9 innings of play and you win the game.

HOW TO PLAY THE GAME:

Microvision Baseball follows the same rules as Major League Baseball. Each team is allowed 3 outs per inning. Teams alternate turns at bat after 3 outs. 9 innings are played. Whoever has the highest score after 9 innings wins the game. **NOTE,** if the Home Team (the player or team who bats second) is ahead after 8½ innings have been played, then the game is over and the Home Team wins. If there is a tie score after 9 complete innings, extra innings must be played to decide the winner (see details under Count Button in Rule 4B.). You can also play Microvision Baseball by yourself, testing your batting skills against the computer's throwing arm. . .play 9 innings, tally your score and then play another full 9 innings to beat your previous score.

1. Slide ON/OFF switch up to ON. The option selection screen appears. Do the following:
   A. Press PLAYERS button to choose the number of players. Notice the Player Indicator on the screen will move from "1" to "2". Select "1" for solo play; select "2" for two-player game or two-team game with multiple players. In solo play, the Player Indicator always stays on "1"; in two-player or two-team game, the Player Indicator moves from "1" to "2" during each half inning to indicate who is at bat. . .for "1" indicates VISITORS AT BAT; "2" indicates HOME AT BAT (Visitors always bat first).

   B. Press SKILL LEVEL button to decide the degree of game play complexity. Notice the Skill Level Indicator on the screen will move from "1" to "2". Select "1" for average skill level which features slow, straight pitching; select "2" for expert skill level which features a variety of dynamite pitches. . .curves and fast balls plus possible double play action.

NOW IT'S TIME TO TAKE SOME BATTING PRACTICE!

Locate the Control Knob below the control panel on your console. Turn this knob all the way to the right CLOCKWISE. The bat is now in the **SWING POSITION,** as seen in Figure 1., below. Slowly turn the control Knob to the left COUNTERCLOCKWISE and you will see the four other bat positions, shown in Figures 2., 3., 4. and 5., below. These four other bat positions are called **NON-SWING POSITIONS.** In order for the computer to pitch a ball to you, the bat must be in the Swing Position.

Figure 1.

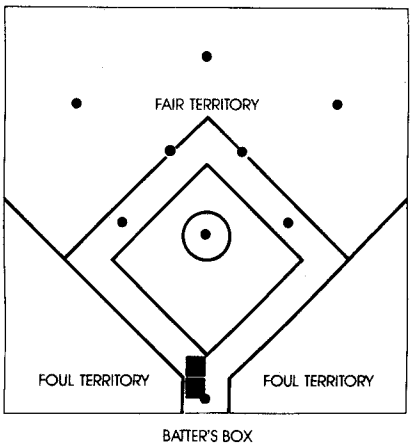


Figure 2.

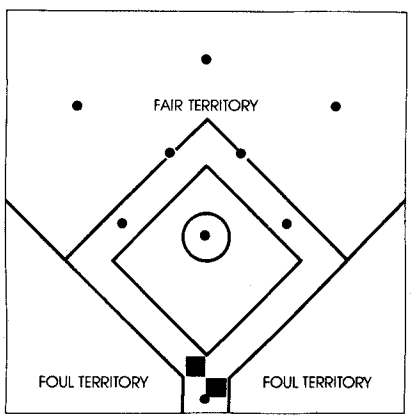


Figure 3.

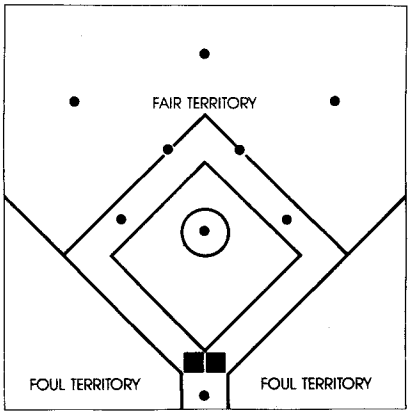


Figure 4.

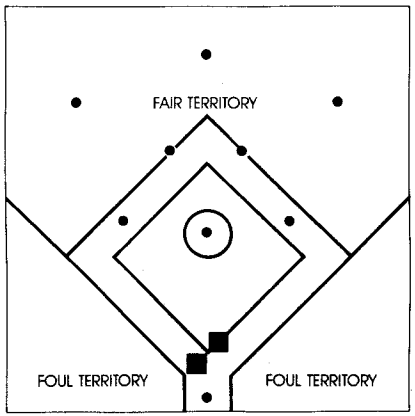
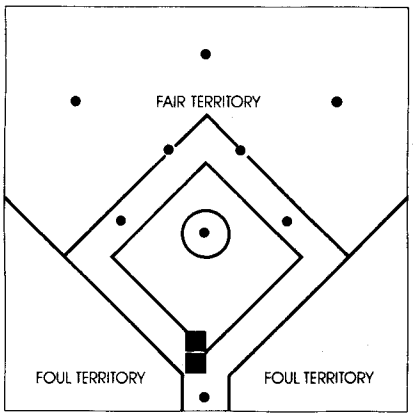


Figure 5.



NOW IT'S TIME TO PLAY BALL!

1. Turn Control Knob clockwise and put the bat in the Swing Position.

2. Press the GO button. The pitch will immediately be thrown so turn the Control Knob to the left counterclockwise to swing.

3. Here is the possible action:
   A HIT: if the ball is hit, the computer will calculate how far and where it will land. Remember, the faster you swing the farther you hit. If it is hit into a pre-defined safe area on the screen, it will be a single, double or triple. You could also hit to the **INFIELD** which in some circumstances is a one-base hit. . .but in most instances, it is an out.

   A HOME RUN: if the ball is hit and sails off the screen into fair territory, then it is a home run (see location of fair territory in Figures 1. to 5.). But remember, the faster you swing the farther you hit, so you have to be extra speedy to hit that home run ball.

   A FOUL BALL: if a ball is hit out of fair territory into foul territory, it is a foul ball and will be considered a **STRIKE** against you (see location of foul territory in Figures 1. to 5.). If you hit a foul ball and you already have two strikes against you, it does not count as a strike.

   A STRIKE: if the ball is pitched and it sails over the plate into the batter's box (located between the two short vertical lines by the catcher, see Figure 1.) and you do not swing at it or if you swing and miss it, then a strike is called against you. If three strikes are called against you, then you've made an **OUT.**

   A BALL: if a ball is pitched to you and it does not enter the batter's box and you don't swing at it, then it is a ball. If you get 4 balls before you get 3 outs in your turn at bat, then you get a **WALK** and will advance to first base. If a player is walked and advances to first base, other players already on base will advance one base if they are forced, as in Major League Baseball.

   AN OUT: if a ball is hit and it sails into a pre-defined unsafe area on the screen within the range of the fielders, it will be caught by one of the fielders and it is an immediate out. A player may also make an out if three strikes are called against him or her at bat. **PLEASE NOTE,** the computer keeps track of each out that is made. . .for example, after the first out is made, the words "OUT 1" flash on the screen; after the second out is made, the words "OUT 2" flash on the screen; after the third out is made, the **SCORE** (the number of runs) flashes on the screen.

BASE RUNNING: if a player gets a hit, a runner will advance to either first, second or third base. . .and any other players on base will also advance. Or if a player hits a home run, a runner will round all bases and touch home plate. You will actually see this action on the screen. The base running is totally under the control of the computer.

DOUBLE PLAY: on SKILL LEVEL 2 (the expert level), when a batter hits into the infield and there is only one man on base (positioned at first base), then a double play takes place. Both the runner and the hitter are out and there are two outs against you!

4. **IMPORTANT,** notice the pitches will continue to be thrown one right after another once the bat is in the Swing Position. If you want to halt the pitching action and discover the Score and the Count or to Reset a new game then just turn the Control Knob to the left counterclockwise and put the bat in one of the four Non-Swing Positions, as seen in Figures 2. to 5., and do the following:

   A. Press the SCORE button, the number of runs will appear on the screen. In a two-player game or a two-team multiple player game, two sets of scores will appear. . .one for the VISITORS, the other for the HOME TEAM (see their proper location on the screen). In a solo game, only one score will appear on the screen (located right above VISITORS. It is the number of total runs accumulated in the game). **IN ADDITION,** the Score automatically flashes on the screen between each half inning without you having to press the SCORE button (see an explanation of this in Rule 3., under "An Out").

   B. Press the COUNT button to discover the number of balls, strikes, outs and innings. They are recorded in that order on the screen. Notice, the number of innings will only be recorded up to 9. . .if extra innings are played, the 10th inning will be recorded as "0", the 11th inning as "1", the 12th inning as "2" and so on.

   C. Press the RESET button if you want to erase all previous game play and if you want to start a new game. The RESET button **MUST** be pressed at the end of the game to start a new game.

5. **GO BUTTON:** this button is pressed at the beginning of the game and of each half inning to start the pitching action. Before pressing GO button, make sure bat is in the Swing Position, as seen in Figure 1.

6. In a two-player game or a two-team multiple player game, after the first player (THE VISITORS) has completed a half inning by making three outs, his or her turn is over. The console is then passed to the second player or players (HOME TEAM) to complete the last half of the inning. Make sure the second player or players presses the GO button to start the pitching action. Play as outlined above. Notice the Player Indicator will move back and forth from "1" to "2" pointing out which team is at bat. Opposing players or teams of players should observe the screen action while their opponents are playing. In solo play, the player must always press GO button between half innings, too, to start up the pitching action. Notice the Player Indicator will always point to "1" indicating solo play.

HOW TO WIN THE GAME:

After 9 innings have been played, the player or team with the highest score (the number of runs) wins the game. You may also go into extra innings to decide a winner if there is a tie score at the end of 9 innings. In solo play, test your batting skill against the computer's throwing arm. Play 9 innings, tally your score and then play another full 9 innings trying to best your previous score.

SPECIAL WARNINGS:

1. If you press either the SCORE button or the COUNT button before the first pitch of your turn, then you must press the **GO** button to begin the pitching action.
2. If you turn the ON/OFF switch to "OFF" at any time during the game, you will erase all previous game play.

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